



Maze App

Student Name: _____ Date: _____

Items	Absent (0 Points)	Developing (1 Point)	Accomplished (2 Points)	Exemplary (3 Points)
Commentary and Component Names	App does not appear to include any care toward readability through component names or commentary.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	1 - 2 issues with "Exemplary" criteria, which may include any of the following: - Comment may be difficult to find, or may not adequately describe app behavior. - Comment includes incomplete discussion of limitations. - Components have default names.	Submission accounts for ALL of the following: - A clearly-visible comment describes, completely but concisely, the general functionality of the app. - The comment outlines several, if there are any, limitations or bugs within the app. Whether or not additional limitations exist is covered in row 2. - Component names are generally sensible. I don't so much care about things like arrangements, but if there are, say, multiple buttons, they should not be named "button1", "button2", etc.

General Functionality	More than 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	<p>1 - 2 issues with "Exemplary" criteria, which may include any of the following:</p> <ul style="list-style-type: none"> - Any of the errors outlined in "Exemplary". - Copy-pasted code when a procedure could have been created, or components looped through. 	<p>Submission accounts for all of the following:</p> <ul style="list-style-type: none"> - Can't find any bugs that weren't explicitly outlined in the comments. Some odd things to check: <ul style="list-style-type: none"> - What happens if the user takes the ball out of the maze at the start point? Does it compromise the integrity of the game? - Does the app occasionally or frequently give error messages, whether or not this is accompanied by a crash? Does the ball ever appear to get stuck? - Are there missed opportunities for using procedures and/or lists and loops?
Movement and Extras	More than 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished". Ball may not move or may not interact with walls, and no extras can be found.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	<p>1 - 2 issues with "Exemplary" criteria, which may include any of the following:</p> <ul style="list-style-type: none"> - Jumpy behavior when the ball is moved by the app user. - Ball or ImageSprite may occasionally look like it bounces off a wall, but may also occasionally appear to travel through a wall partly before bouncing. - Programmer has added fairly-basic additional behavior. Example could be a high-score storage. 	<p>Submission accounts for the following:</p> <ul style="list-style-type: none"> - Ball or ImageSprite movement doesn't look jumpy as it traverses the maze. - Ball or ImageSprite looks like it's bouncing off the edge of a wall, rather than, say, traveling halfway through the wall before a bounce back. - Programmer has added "complex" additional behavior. This may include the inclusion of power-ups, additional mazes, or extra-special ImageSprite motion.

Aesthetics and Complexity	App looks very thrown-together, and doesn't appear to incorporate aesthetically-pleasing content.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	<p>1 - 2 issues with "Exemplary" criteria, which may include any of the following:</p> <ul style="list-style-type: none"> - "Fixed" sizing of Screen1, or occasional use of pixels for component sizing. - App looks "just fine" or "odd", in that components have strange sizes or alignment either relative to the entire screen or one another, or it still looks like a work in progress. - Font is difficult to read due to odd color schemes in backgrounds or components. - Occasional instances where you must "figure out" what to do next to continue and/or restart. 	<p>Submission accounts for all of the following:</p> <ul style="list-style-type: none"> - App Screen1 sizing property is set to "Responsive", and pixels are not used for sizing of any components. - App is above-and-beyond aesthetically-pleasing. No egregious errors in component scaling, weird size differences for similar-behavior components, labels where text is hard to read, etc. Programmer has gone out of their way to make things look nicer than just the basics. - App use is clear and obvious. At no times do you find yourself wondering what to do to continue and/or restart.
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